

Mid Summer Classic 2025

Tournament Rules

General Rules

1. All competitors must wear a full uniform and belt in good condition.
2. All competitors will show respect the judges and their fellow competitors. Competitors may be ejected from competition for any behavior unbecoming of a Martial Artist at the discretion of the Tournament Directors with no refund.
3. No One (instructors, parents, ect.) will be allowed to “coach” their competitors in any competition category of any rank/skill level.
4. Parents are not permitted to stay ringside. We will have professional photographers for each ring. Please observe from the bleachers.
5. While some beverages or snacks may be permitted inside the gymnasium, we ask all guests to respect the facility by cleaning up any items in their general area.
6. While we work very hard to ensure everything is impeccably prepared for the day of the tournament, sometimes, extenuating circumstances occur. In these rare instances, the Tournament Directors reserve the right to amend the terms of any ring’s competition.
7. We reserve the right to combine divisions based on age, gender, and number of participants.
8. Doors Open at 7:30am • **Black Belt & Board Breaking Divisions Begin at 8:30am**
• **All Other Divisions Begin after the Opening Ceremony at 10:00am**

Forms: Empty Handed & Weapons

1. From the time the competitor enters the ring he/she will have three minutes to complete their form/kata; there is no minimum.
2. Forms will be judged equally by three judges.
3. All competitors will be judged from 6-10 in .01 increments.
4. All forms competitors will be judged on Power, Balance, Poise, Intensity & Martial Application.
5. In the event of a tie, competitors will compete again with the same or different form and receive a new score. This score is only used in determining a tiebreaker and will not cost a competitor placement against other competitors in the competition. A winner must be decided in the fashion.
6. Competitors are encouraged to remain within the confines of the ring. Competitors may have points deducted for leaving the ring and/or if their attacks come too close to the judges.
7. If a competitor forgets their form or stops before completing their form, their score will be accompanied by an incomplete designation. A competitor will only be allowed to restart once, but will be scored as an incomplete.
8. If the competitor drops or shows a lack of control over a weapon, including when entering the ring, greeting the judges, or leaving the ring they will be stopped and given an incomplete score.

7a/8a Note: An Incomplete score CANNOT win over a complete score.

9. Once a ring’s competition has concluded, all scores will be tallied, winners will be announced (1st, 2nd and 3rd), and awards will be awarded.

Note: This tournament is open to all styles. However, there will be no music permitted for form competition.

Teen & Adult Continuous Point Sparring (Ages 13+)

1. All matches are single elimination consisting of three one-minute rounds of running time. The time is stopped for injuries or equipment adjustment.
2. At the end of each round the winner of that round is declared by the decision of the majority of the judges. The winner of two out of three rounds wins the match.
NOTE: By definition, light contact sparring implies that blows and kicks must be of a tagging nature and not executed with heavy impact force. If called into question, excessive force will be deemed/determined by the judges.
3. Before initiating competitive sparring, athletes will salute each other.
4. Only The Center Judge may stop the clock. If a competitor needs time for any reason (faulty gear, injury, etc.) they must communicate that to the center judge.
5. Legal Target Areas Include: front & side of torso, area of the head that is covered by protective gear, & upper leg/thigh above the knee. *No contact to the back/spine, unprotected face, knee or groin is allowed in any capacity. **Any contact to these areas or bleeding that results from an illegal strike may result in immediate disqualification.***
6. Fouls: will be considered, and then, defined by the center judge. A competitor may be disqualified for accumulating 3 fouls or immediately if a foul is deliberate and/or excessive as deemed by the center judge.
7. Takedowns & leg sweeps are not permitted. However, leg checks in the form of blocks will be allowed.
8. All sparring equipment must be in good working condition. Foot Gear must cover toes, heel and sides of foot. Hand Gear must cover fingers. Men/Boys must wear appropriate groin protection. *Torso and shin guards are recommended but not required.*
9. Please note that this is an elimination style event. At the end of the match, whoever wins moves on, and whoever loses is out. Byes are at the discretion of the center judge with the approval from the tournament director.
10. Competitors must stay within the boundaries of the ring. If you step/run out of bounds the head judge will stop the match and bring it back to the center. Running out of bounds will greatly hinder your chance for success and could result in a foul for unsportsmanlike conduct.
11. Once all matches concluded the winners will be announced (1st, 2nd and 3rd), and awards will be awarded.

Youth Point Sparring (Ages 4-12)

1. All matches are single elimination consisting of 2 Minute Bouts of Running Time. The time is stopped for injuries or equipment adjustment.
 2. Competitors with the most points after 2 Minutes wins the match. There is no limit to points scored, each match will last 2 minutes.
 3. A point is called when a technique is clearly observed by a majority of the judges on a legal target.
 4. Legal Targets consist of front & side of torso, & any area of the head that is covered by protective gear. No contact to the back/spine, below the belt or to the face (even if a face shield is present)
 5. **Center Judge will call stoppage for all points.** Competitors will halt and stand at attention. Judges will then confirm with a majority vote (2/3 or 3/5 judges needed) and award points accordingly.
 6. All sparring equipment must be in good working condition. Foot Gear must cover toes, heel and sides of foot. Hand Gear must cover fingers. Men/Boys must wear appropriate groin protection. *Torso and shin guards are recommended but not required.*
 7. Please note that this is an elimination style event. At the end of the match, whoever wins moves on, and whoever loses is out. Byes are at the discretion of the center judge with the approval from the tournament director.
 8. Once all matches concluded the winners will be announced (1st, 2nd and 3rd), and awards will be awarded.
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Board Breaking: Pre-Registration Only • Division Begins at 8:30 AM

- Competitors must pre-register to compete in the board breaking divisions
- Competitors will only be allowed to use boards purchased through the tournament upon registration
- Competitors must provide their own board holder or partners to hold their boards during their performance
- Competitors may not use a head strike for breaking
- No props such as tables, chairs, trampolines, ect., may be used in a competitor's performance
- Any breaking performance must be completed in the confines of the competition ring, including running starts
- There is a 10 Board maximum (no minimum) for each competitor, to be divided up amongst each of their breaks.

Judging:

- Competitors will be judged on their success on breaking their boards, proper technique & creativity
- Beginner Division will compete with One Break Technique.
- Intermediate Divisions will compete with up to Two Break Techniques.
- Advanced & Black Belt Divisions will compete with up to Three Break Techniques.
- If a competitor failed their first attempt, a second & final attempt may be made but will receive an incomplete designation on their score. *Note: an incomplete score CANNOT win against a complete score.*

Tai Chi Forms & Tai Chi Weapon Forms (open division)

- Minimum 3:00 minutes, Maximum 5:00 minutes
(1-minute warning given at 4-minute mark)
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Tai Chi Push Hands, Fixed Step: Both feet must remain in contact with the floor at all times. Heel or toe may be raised briefly, but the foot may not leave the floor or change position.

- The feet remain in the same starting position
- The front toe may be raised in yielding back
- The rear heel may be raised in shifting forward
- Any sideward movement or double placement of the foot is not permitted
- Advancing or retreating of any kind is not permitted
- Two 60 Second rounds with a 15 second break
- Round #1 Left Foot Lead, Round #2 Right Foot Lead
- Points Give For Each Victory (each time you have caused your opponent to step, move one or both of their feet and lose balance) Highest Point Value after 2 rounds is declared the winner
- In the event of a tie, the match will be decided by sudden death: **First to score wins.**

Continuous Contact

- Players are expected to stick and adhere and may not break contact to gain advantage.
- All issuing must be preceded by contact (no striking)
- Breaking contact to gain advantage will result in a warning

Valid techniques:

Pushing, pulling with one hand, trapping techniques, non-impact techniques that cause opponent to lose balance, and single-hand grabbing techniques that cause opponent to lose balance.

Target Areas:

Contact is permitted between the hips and collarbone.

Note: The head, neck, spine, and legs may not be attacked and will result in a warning or disqualification depending on the severity of the infraction.

Scoring:

- The center judge as well as any of the corner judges may call for a point
- Points are awarded by majority judges' decision.
- One point is awarded for uprooting opponent.
- A point is awarded against the opponent when a warning is called.

Tai Chi Push Hands, Fixed Step: (continued)

Warnings:

- Grabbing. A one-handed pluck is a valid technique, but players may not seek to control opponent by grabbing for longer than one second,
- Wrapping hands around the back.
- Grabbing clothing
- Pulling with both hands
- Striking: Any percussive contact (makes a sound) is considered a strike.
- Charging: (Restricted step.) Players may not take successive steps forward without pausing.
- Joint Locks (*Qinna*). Joints may not be attacked with force
- Not following the Chief Judge's directions

The following will result in immediate disqualification:

- Excessive and dangerous use of force
- Accumulation of 3 warnings over duration of match